OPERATION® SKILL GAME

SPIDER-MAN® ORIGINS
EDITION
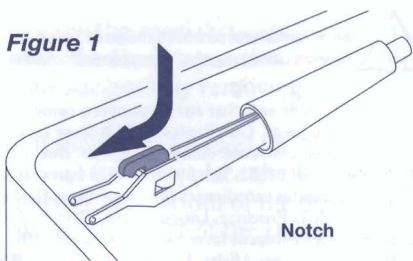
Instructions

AGES 6+
1 or More Players

Object: Earn the most money by performing successful "operations" on Spider-Man.

Contents: • Gameboard with Spider-Man "patient" and tweezers • 22 cards • 11 Plastic Funatomy parts • Play money

The First Time You Play
Carefully twist the 11 Funatomy parts off their runner. Discard the waste.

Remove the tweezers by pressing down on the front and gently sliding them out from under the notch. See Figure 1.

Figure 1

Notch

Batteries
Requires 2 x 1.5V "AA"/LR6 size batteries (not included). Alkaline batteries recommended. Phillips/cross head screwdriver (not included) needed to insert batteries.

Loosen the screw on the battery compartment, located on the underside of the console, and remove the door. Insert 2 AA size batteries (we recommend alkaline), making sure to align the + and – symbols with the markings in the plastic. Replace the door and tighten the screw.

⚠ CAUTION:
TO AVOID BATTERY LEAKAGE
• Be sure to insert the batteries correctly and always follow the game and battery manufacturers' instructions.
• Do not mix old and new batteries,or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
• Always remove weak or dead batteries from the product.

IMPORTANT: BATTERY INFORMATION
Please retain this information for future reference. Batteries should be replaced by an adult.

⚠ CAUTION:
1) Always follow the instructions carefully. Use only batteries specified and be sure to insert them correctly by matching the + and – polarity markings. 2) Do not mix old batteries and new batteries, or standard (carbon-zinc) with alkaline batteries. 3) Remove exhausted or dead batteries from the product. 4) Remove batteries if product is not to be played with for a long time. 5) Do not short-circuit the supply terminals. 6) Should this product cause, or be affected by, local electrical interference, move it away from other electrical equipment. Reset (switching off and back on again or removing and re-inserting batteries) if necessary. 7) **RECHARGEABLE BATTERIES:** Do not mix these with other types of batteries. Always remove from the product before recharging. Recharge batteries under adult supervision. **DO NOT RECHARGE OTHER TYPES OF BATTERIES.**
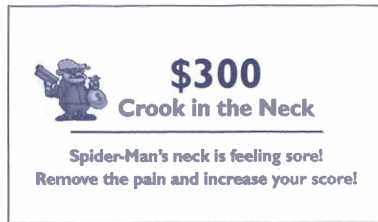
Setup

The Cards: Separate the cards into 2 decks: Doctor cards and Specialist cards. Shuffle the Specialist cards and deal them faceup, one at a time, so each player gets an equal number. Place any extra Specialist cards out of the game. Then shuffle the Doctor cards and place the deck facedown near the gameboard.

The Banker: Choose a player to be the banker. This player will pay the players for successful "operations." The banker places the money neatly, in piles by denomination.

The Funatomy Parts: Drop each Funatomy part flat into its matching gameboard cavity. The Funatomy parts are shown below. Make sure that all Funatomy parts lay flat in their cavities.

Game Play

The player who has seen the most Spider-Man movies goes first. If you can't decide, the youngest player goes first.

Web Head –

Crook in the Neck –

Mary Jane Jitters –

A-rack-nid-Ribs –

Broken Web Shooter –

Spider Cents –

Costume Wedgie –

Wall-Crawler's Knee –

Radioactive Spider Bite –

Symbiotic Ooze –

Webbed Feet –

$300
Crook in the Neck

Spider-Man's neck is feeling sore!
Remove the pain and increase your score!

If you draw the doctor card for the Crook in the Neck "operation" you'll earn $300 for successfully removing it.

On Your Turn

1. Draw the top Doctor card from the deck and read it out loud. The card tells you which Funatomy part to remove and what you will earn if you're successful.

2. Perform the "operation" by using the tweezers to remove the Funatomy part from the cavity.
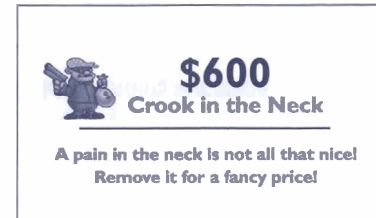
Be careful! The key to a successful "operation" is to remove the part without touching the metal edge of the cavity. If you touch the metal edge, you'll set off the buzzer and make the light near Spider-Man's neck light up!

• A successful "Operation": If you remove the part without setting off the buzzer, it's a success! Collect your fee from the banker. Keep the Funatomy part in front of you and place the Doctor card out of play. This ends your turn.

• An unsuccessful "Operation": If you set off the buzzer before completing the "operation," it's not a success. Your turn is over. Place the part back into the cavity and keep the Doctor card in front of you. Now give the Specialist a try!

Specialist cards: All players (including you) look at their Specialist cards. The player with the Specialist card for that "operation" now gets to try the same "operation" for twice the fee. See the example below.

$600
Crook in the Neck

A pain in the neck is not all that nice!
Remove it for a fancy price!

If you draw the specialist card for the Crook in the Neck "operation" you'll earn $600 for successfully removing it.

Note: If the Specialist card for that "operation" is out of play, place the Doctor card facedown at the bottom of the deck. Now the player to the left of the Doctor takes a turn.

• If the Specialist is successful, he or she takes the fee from the banker. Both the Doctor card and the Specialist card for that "operation" are placed out of play. Now the player to the left of the Doctor takes a turn.

•If the Specialist is unsuccessful, place the Doctor card facedown at the bottom of the deck. The Specialist keeps the Specialist card. Now the player to the left of the Doctor takes a turn.

How to Win

The game ends when all 11 "operations" have been successfully performed. The player with the most money wins!

Timing Your "Operations"

Before a game begins, players may agree to set a time limit (perhaps one minute) for each "operation." One player (other than the Doctor or Specialist) keeps track of the time. In this game, an "operation" is successful only if a player completes it before time runs out.

Solo Play

Are you the only "Doctor" in the house? Then practice your skills on Spider-Man. Try performing all 11 "operations" successfully, in any order. If any "operation" is unsuccessful, try again!

Storing Your Game

Done playing for now? Anchor the tweezers by pressing down on the front and gently sliding them under the notch. Store the game parts underneath the gameboard.

⚠ Not suitable for children under 3 years because of small parts - choking hazard.

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